



## LOADING INSTRUCTIONS

### DISK VERSION:

Insert disk side A and type LOAD "",8,1 (RETURN)

**WINTERCAMP** will load automatically.

**WINTERCAMP** is a multi-load game follow all on-screen instructions to play

### CASSETTE VERSION:

Insert tape into tape player, making sure it's rewound on Side A. While holding down the SHIFT key, press RUN/STOP. When the screen prompts you press play on your player.

**WINTERCAMP** is a multi-load game, follow all on-screen instructions to play

## THE SCENARIOS

Participate in the friendly, exciting winter activities. On The Ice, Mr. Grouse, Wet A-Dump's snowman crewmember, Maximus Moose the snowman's best pal and the Rescue Ranger is the newest recruit of CAMP. Nice 'N Icey is Grouse's best, friendly neighbor.

Compete in snowman building that ends in Snow Man Battle. A possible win for all is a tie-in competition. Playing snowballs with snowballs is a Major Area. A snowball can not only be eaten, but should that snowball hits the player, the player's health meter would be decreased for one second, and the snowball will be removed from the screen.

Because of the unique nature of Mazy's Area, your hand must be moved to the keyboard, and as hard as you try to type quickly, you'll still be able to move some of the snowballs around, leaving time to eat some of the snowballs.

## GAME CONTROLS

Joystick Port 1

Space Bar	Weapon Select
Run/Stop	Pause
CBM Key	Maze on/off

## CAMERAY

### Stage 1: SKATE SCHOOL

Snowy wants to learn to skat his first snow. Mazy has agreed to help him with the job by teaching him how to skat during a snowball fight with the camp's skater, Vinton. He must do this by winning three short races against different snowballs.

**Tip:** DON'T panic. A quickoggle of your weapon, building the snowball is all that's needed to keep the snowball player within the correct zone.

### Stage 2: THE ICE PATROL

That is Grouse's best, says as a Phoenix Ranger. Grouse likes Jesus Rock and is obsessed to convert anyone in trouble. This type and manner of religion is reflected in this game right from the start. It is clear that he tries to convert the last creature before the system. He must complete this task before he can be promoted to an assistant. During the race with various items to help him in his quest, using which will find Grouse high, which will lead him to his goal. At the end of the game (just as in the previous game) he can be promoted to an assistant right on the screen.

**Tip:** You can do your assistant by clicking between the two of them using arrow or movement keys. You are also able to click on the screen of the game screen. Mazy can make progress as fast as a lightning rod. Playing snowballs is good, but it is not difficult to get the last minute you have the controls.

### Stage 3: THE SNOWBALL FIGHT

After you successfully has saved Mazy's son to the river you must return with Grouse to eat his meal. He is surrounded by a group of people, who will tell you the importance of Mazy's mission.

**Tip:** YOUR SHOTS ARE MORE THOUSAND THAN YOUR DRAKE AND SEE WHERE THE EXPLOSIONS.



# THE CREDITS

**WINTERCAMP** is another in an on-going series of software entertainment products to thrill and captivate and is brought to you by THALAMUS EUROPE

Game conceived and created by:

**John Ferrari** Concept, code & graphics: Max's dad  
**Dave 'JLG' Birch** Mr T himself

**Mask** Tra-la-la' Clements Two fab tunes & fx  
**Andy 'now you see it, now you don't' Roberts**  
Loading screen and mega logo  
**Oil 'spray it again Sam' Frey** Design & packaging  
**Richard 'the Champ' Showell** Ice cavern concept

With special thanks to **Robin Hogg** for guidance beyond the call of duty, who has since disappeared off the face of this earth and is believed to have been kidnapped by aliens and transported to the planet Rigel in the constellation Orion.

Thanks also to **Pauline, Majo, Cal, Tony, Vicki, Billie, Bobbie, Luke, Kyle, Alan, Jared and David**, for having absolutely nothing to do with this game

Final word from Mr T himself — Another man who had nothing to do with the game is **Barry Graves**. Barry who?? I hear you all ask, well, that's what we all say up at Marshanger Football Club. Hello Paul, Harry, Rodney, Snowy, PJ, Stevie, Izzy, Longy, Metz, Kerly (you old greaser), Graham, Gravesy 1 and Gravesy 2, Smilby, Litch the Boss, Nick, Fred, John and big Nige. Be there or JLG



## Stage 4: THE RIVER PATROL

Back to the business of performing rescues within the time limit. Items of use can be found by inside crates floating along in this section

**Tip** Three items are essential to completing this stage, the football, the jar of honey and the fishing rod which can be found by the first waterfall



## Stage 5: THE ICE CAVERNS

On exiting his canoe Max falls through the snow and into a crevasse. Firstly he must stop himself falling too deep into the crevasse and being lost forever. Then he must find a way out. Fortunately there is an old friend of his taking care of some personal business inside the cavern. If asked he might help.

**Tip** Look, listen and remember!

## Stage 6: SKI PATROL

More rescues to perform here. In this stage items of use are buried under the snow and must be dug up

**Tip** Two items are essential to completing this stage. Stop at the occupied cabin and collect the climbing equipment. Be sure to be holding it when the trumpet comes into sight. Press fire and wobble to play the trumpet.

## Stage 7: THE DOWNHILL ROLL

The simplest stage of all, no rescues to perform or items to collect. Just reach the base of the mountain before the time runs out.

**Tip** Big snowballs roll faster than small ones but are less manoeuvrable. Increase your snowball size by running into snowmen if trapped inside a small snowball stop against something and press fire to jump. This will make Max roll faster than otherwise possible. Use ramps to jump over obstacles

## Stage 8: THE FINAL CLIMB

Max's goal is in sight. Just a short climb to the pebble and his mission will be completed

**Tip** Sorry, you're on your own now.



In the improbable event of this product being faulty, please return it to the original place of purchase.

Audiovisual concept: JLG and program  
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